
blaxxun interactive

Professional Services Training

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1 3ds max and VRML

■ Overview

In this seminar you will learn how to model and texture 3D objects and rooms with 3D Studio Max as you produce VRML files. To keep up with the demands of a real-time system, you will learn, with the help of various software tools, how to optimize VRML code generated by 3D Studio Max.

■ Seminar Length

1-day Seminar from 9:00 to 17:00, 1 hour for lunch

■ Target group

3D Artists and those who want to start with 3D

■ Prerequisites

- Basic knowledge of 3ds max
- Good overview of sample-world functionality

■ Training Content

- Conceptualizing of objects and scenes in real-time applications
- Creation and texturing of 3D models and rooms
- Understanding and optimizing of VRML codes

■ Certification

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2 Platform 5 System Installation

■ Overview

In this seminar you gain an overview of various server processes as well as the directory structure of Virtual Worlds Platform 5. In addition, you'll become acquainted with the basic user administration features.

■ Seminar Length

1-day Seminar from 9:00 to 17:00, 1 hour for lunch

■ Target group

- System Administrators
- Designers
- Developers

■ Prerequisites

- Confident use of Windows NT or LINUX
- Good working knowledge of the sample-world functionality
- Experience with networks a plus

■ Training Content

- System requirements
- Installation and configuration
- Inspection of server processes
- Directory structure
- Administration

■ Certification

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3 blaxxun Template Programming

■ Overview

In this seminar you gain a basic understanding of the various server processes, which set in motion a client request via a query string. You will learn to modify existing configuration files and framesets, taking into consideration chat type and the rights structure of the blaxxun template syntax.

■ Seminar Length

2-day Seminar from 9:00 to 17:00, 1 hour for lunch

■ Target group

Community Engineers

■ Prerequisites

- Excellent HTML knowledge, good JavaScript knowledge
- Good working knowledge of the sample-world functionality
- Basic knowledge of CGI requests a plus

■ Training Content

- Directory structure, resources, configuration files
- Differentiating server worlds
- Registration, log-in, assigning of rights
- Typical query string of a client request
- Server activities when generating dynamic pages
- The configuration file global.cfg
- Cookie and session ID mechanisms
- CGI scripts and template syntax
- Building of framesets independent of chat type
- Database access

Certification

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4 3D VRML Programming

■ Overview

In this seminar you will animate static geometries with VRML and VRML scripts. With the help of shared events and shared objects, you will create multi-user worlds, generate reusable protos, and learn your way around avatars.

■ Seminar Length

1-day Seminar from 9:00 to 17:00, 1 hour for lunch

■ Target group

- 3D graphics artists who are not familiar with VRML source code editing etc.
- Javascript programmers, who are not familiar with interactive 3D scenes
- the people that are responsible for building the 3D worlds of the community

■ Prerequisites

- Basic knowledge of at least one object-oriented scripting language (e.g. JavaScript)
- Good working knowledge of the sample-world functionality

■ Training Content

- Introduction to VRML and VRML script
- Animation of static geometries
- Scene Management
- Multi-user worlds with shared events and shared objects
- Prototyping
- Avatars

■ Certification

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5 Community Building

■ Overview

In this seminar you will work through a concept for the creation of a community, the soul of a virtual world. You will become acquainted with tried-and-true principles and strategies by way of case studies. You'll create a community based on the needs of the seminar participants.

■ Seminar Length

1-day Seminar from 9:00 to 18:00, 1 ½ hours for lunch

■ Target group

- Community Builder
- Community Marketing Manager
- useful for all team members

■ Prerequisites

Good working knowledge of the sample-world functionality

■ Training Content

- Introduction to the application and benefits of virtual communities
- The building blocks of a virtual world
- Needs analyses
- Principles and rules of design for places, profiles, roles, rules, rituals, events, trust, delegation, sub-communities and history in the virtual world.

■ Certification

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